

NAVIGATION IN RENDERED THREE DIMENSIONAL SPACE

ABSTRACT

A three dimensional (3D) space is rendered to a user.  
The 3D space includes a 2D surface that is oblique to the  
5 display when rendered. An indicator constrained to the  
surface is used to determine the position of a user's intent.

20260992.doc

09872359-053101  
F0F50"6622860